

### Amendments to the Claims

The following Listing of Claims will replace all prior versions and listings of claims in the application.

#### Listing of Claims

1. (Currently amended) A method for handling plug-and-play events occurring at a client, said method comprising:

~~(a) providing a client communicating with a server over a network using a presentation-level protocol;~~

(b) detecting an event notification of a plug-and-play event ~~notification~~ regarding a device in communication with ~~the~~ a client communicating with a server over a network using a presentation-level protocol;

(c) redirecting said event notification to the server from the client, before an operating system on the client can handle the plug-and-play event; and

(d) receiving, in response to the redirection of the event notification, a command from the server, the command directed to said device.

2. (Currently Amended) The method of claim 1 wherein redirecting said event notification further comprises:

~~(e-1)~~ generating a context identifier, said context identifier representing a virtual COM port;

~~(e-2)~~ binding the context identifier to the event notification; and

~~(e-3)~~ transmitting the bound context identifier and event notification to the server.

3. (Previously presented) The method of claim 1 wherein redirecting said event notification includes redirecting said event notification via a virtual channel.

4. (Currently Amended) The method of claim 1, wherein receiving a command from the server further comprises:

~~(d-1)~~ receiving from a server a command including a generated context identifier;

- ~~(d-2)~~ identifying the device using the context identifier; and
- ~~(d-3)~~ issuing a command to the identified device.

5. (Original) The method of claim 1 wherein said event notification is generated as a result of a device arrival.

6. (Original) The method of claim 5 wherein said command is an open command.

7. (Original) The method of claim 1 wherein said event notification is generated as a result of a device removal.

8. (Original) The method of claim 7 wherein said command is a close command.

9. (Original) The method of claim 1 wherein said event notification is associated with at least one of a GUID, vendor ID, product ID and actual device name.

10. (Original) The method of claim 1 wherein the device in communication with the client uses one of the USB (Universal Serial Bus) protocol, IEEE 1394 protocol, Bluetooth protocol, wi-fi protocol, wireless protocol, and infrared (IR) protocol to communicate with the client.

11. (Currently Amended) A method for handling plug-and-play events occurring at a client in communication with a server using a presentation-level protocol, said method comprising:

~~receiving from said client a plug-and-play event notification regarding a device in communication with the client;~~

redirecting from the client an event notification of a plug-and-play event regarding a device in communication with the client to the server before an operating system on the client can handle the plug-and-play event;

notifying an application program hosted by the server of the occurrence of the event notification;

receiving, in response to notification of the occurrence of the event notification, a command from the application program hosted by the server, the command directed to the device; and

~~transmitting to the client a command directed to the device.~~

12. (Previously presented) The method of claim 11 wherein the event notification from the client is received over a virtual channel.

13. (Previously presented) The method of claim 11 wherein the event notification includes a context identifier bound to the event notification, said context identifier representing a virtual COM port.

14. (Previously presented) The method of claim 11, further comprising: creating a server-unique name to identify the device connected to the client that generated the event notification, said server unique name used in mapping the client device to a specific session on the server established by the presentation level protocol.

15. (Previously presented) The method of claim 11 wherein notifying an application program further comprises: transmitting the event notification to applications communicating with the server within the session.

16. (Previously presented) The method of claim 11 wherein notifying an application program further comprises: transmitting the event notification only to applications communicating with the server which have previously registered a callback for a type of event causing the event notification.

17. (Original) The method of claim 11 wherein said event notification is generated as a result of a device arrival.

18. (Original) The method of claim 17 wherein said command is an open command.

19. (Original) The method of claim 11 wherein said event notification is generated as a result of a device removal.

20. (Original) The method of claim 19 wherein said command is a close command.

21. (Cancelled)

22. (Cancelled)

23. (Cancelled)

24. (Currently amended) ~~The A method of claim 1 further for informing a server about the presence of devices connected to a client, said method~~ comprising:

~~(a) providing a client communicating with a server over a network using a presentation-level protocol;~~

~~(b) emulating a plug-and-play event notification regarding a device in communication with the client;~~

~~(c) redirecting said emulated event notification to the server over a network; and~~

~~(d) receiving, in response to the redirection of the event notification, a command from the server, the command directed to said device.~~

25. (Cancelled)

26. (Cancelled)

27. (Cancelled)

28. (Currently Amended) The method of claim ~~27~~ 24 wherein the emulated event notification received from the client is received over a virtual channel.

29-67. (Cancelled)

68. (Currently amended) The A method of claim 1 wherein detecting an event notification comprises for handling plug-and-play events occurring at a client, said method comprising:

- (a) detecting a an event notification of a plug-and-play event ~~notification~~ regarding a device communicating with the client via a USB connection on the client;
- (b) ~~redirecting said event notification to a server over a network,~~ before an operating system on the client can handle the plug-and-play event; and
- (c) ~~receiving, in response to the redirection of the event notification, a command from the server, the command directed to said device.~~

69-76. (Cancelled)

77. (New) A system for handling plug-and-play events occurring at a client, said method comprising:

- (a) providing a client communicating with a server over a network using a presentation-level protocol;
- (b) means for detecting an event notification of a plug-and-play event notification regarding a device in communication with the a client communicating with a server over a network using a presentation-level protocol;
- (c) means for redirecting said event notification to the server from the client, before an operating system on the client can handle the plug-and-play event; and
- (d) means for receiving, in response to the redirection of the event notification, a command from the server, the command directed to said device.